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Title: GUARD LOGS

Author:  
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Bloodwatch: Nothing to report.

Firstebb: Nothing to report.

DayTide: Nothing to report.

Threemoons: Nothing to report.

Lastebb: More of the same.

Eventide: Take a guess...

Bloodwatch: Nothing to report.

Firstebb: Flogged some peasants.

DayTide: Broke up a fight. Probably broke the sod's nose.

Threemoons: Nothing to report.

Lastebb: Helped peasant remember where he hid his taxes. Heh, heh...

Eventide: Guard changed.

Bloodwatch: Ate doughnuts. Stale.

Firstebb: Helped peasants pay taxes.

DayTide: Guard Changed.

Threemoons: Arrested somebody. Forget what for...

Lastebb: Ate doughnuts. Still Stale.

Eventide: Nothing to report.

Bloodwatch: Guard changed.

Firstebb: Helped take children on tour of the dungeon.

DayTide: Ate doughnuts. Stale.

Threemoons: Arrested peasant. Resisted arrest.

Had to use force.

Lastebb: Nothing to  
report.

Eventide: Caught kids  
throwing rocks. None of  
them damaged too  
terrible...